## AMENDMENTS TO THE CLAIMS

Claims 1-20 were pending in the application. Claims 6 and 16 were canceled. Claim 1 is an independent claim, and claims 2-5 and 7-10 depend there from. Claim 11 is an independent claim, and claims 12-15 and 17-19 depend there from. Claim 20 is an independent claim. Claims 1, 11 and 20 are currently amended.

The following listing of claims replaces all prior versions, and listings, of claims in the Application.

**Listing of Claims:**

1. (Currently Amended)  A method for soothing or calming a child, the method comprising:

receiving at least one triggering event by an audio enabled toy;

determining from within said audio enabled toy, a playback operating mode from a plurality of playback operating modes based on said received triggering event, wherein said plurality of playback operating modes are not a standby mode or an off mode;

selecting by said audio enabled toy, at least one sound that mimics a mother's sound from a plurality of mother's sounds based on said determined playback operating mode; and

generating an audio signal representing said at least one sound.

2. (Original)  The method according to claim 1, further comprising playing by said audio enabled toy, sound corresponding to said generated audio signal.

3. (Original)  The method according to claim 2, further comprising determining whether said audio enabled toy should operate in at least one of a power down mode, a power saving mode and a normal operation mode subsequent to said playing of said sound corresponding to said generated audio signal.

4. (Original)  The method according to claim 1, wherein said triggering event is at least one of a manual trigger and an automatic trigger.

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5. (Original) The method according to claim 4, wherein manual trigger is a signal corresponding to the push of a button and said automatic trigger is a signal generated by a microphone.

6. (Canceled)

7. (Previously Presented)   The method according to claim 1, wherein said playback operating mode is one of a decreasing heartbeat mode, an increasing heartbeat mode, a constant heartbeat mode and a miscellaneous sounds mode.

8. (Original)  The method according to claim 1, further comprising varying from within said audio enabled toy, at least one of a duration, a volume and a pitch of said audio representation of said sound.

9. (Original)  The method according to claim 1, further comprising recording at least one sound generated by a microphone coupled to said audio enabled toy.

10. (Original) The method according to claim 9, further comprising storing said recorded at least one sound within said audio enabled toy.

11. (Currently Amended)   A system embodied in a toy for soothing or calming a child, the system comprising:

a processing circuit that receives at least one triggering event by an audio enabled toy;

said processing circuit determines a playback operating mode from a plurality of playback operating modes based on said received triggering event and selects from within said audio enabled toy, at least one sound that mimics a mother's sound from a plurality of mother's sounds based on said determined playback operating mode, wherein said plurality of playback operating modes are not a standby mode or an off mode; and

at least one of said processing circuit and an audio output unit generates an audio signal representing the at least one sound.

12. (Original) The system according to claim 11, wherein said audio output unit plays from within said audio enabled toy and via a speaker coupled to said audio output unit, sounds corresponding to said generated audio signal.

13. (Previously Presented)  The system according to claim 12, wherein at least one of said processing circuit and a mode control unit determines whether said audio enabled toy should operate in at least one of a power down mode, a power saving mode and a normal operating mode subsequent to said playing of said sounds corresponding to said generated audio signal.

14. (Original) The system according to claim 11, wherein said triggering event is at least one of a manual trigger and an automatic trigger.

15. (Original) The system according to claim 14, wherein manual trigger is a signal corresponding to the push of a button and said automatic trigger is a signal generated by a microphone.

16. (Canceled)

17. (Previously Presented)  The system according to claim 11, wherein said playback operating mode is one of a decreasing heartbeat mode, an increasing heartbeat mode, a constant heartbeat mode and a miscellaneous sounds mode.

18. (Previously Presented)  The system according to claim 11, further comprising:
a timer that varies from within said audio enabled toy, a duration of said soothing sound; and
a volume control unit varies at least one of a volume and a pitch of said audio representation of said at least one sound.

19. (Original) The system according to claim 11, further comprising a memory coupled to at least one of said processing circuit and said audio output unit for storing at least one sound generated by at least one of a microphone coupled to said audio enabled toy and sound generator.

20. (Currently Amended)  A system embodied in a toy for soothing and calming a child, the system comprising:

a switch coupled to a processing circuit;

at least one of a timer and a volume control unit coupled to said processing circuit;

a mode control unit coupled to said processing circuit for determining a playback operating mode from a plurality of playback operating modes, wherein said plurality of playback operating modes are not a standby mode or an off mode; and

an audio output unit coupled to said processing circuit, said audio output unit comprising at least one sound generator capable of generating at least one of heartbeats and voice sounds of a mother;

a speaker integrated within the toy and coupled to said audio output unit; and

a microphone and memory coupled to at least one of said processing circuitry and said audio output unit.